

AGB-AA2E-USA

GAME BOY ADVANCE
WORLD

SUPER MARIO WORLD® SUPER MARIO ADVANCE 2



INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.



WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®

NEED HELP PLAYING A GAME?

You can visit our web site at www.nintendo.com for game play assistance.

For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707

U.S. \$1.50 per minute

1-900-451-4400

Canada \$2.00 per minute

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under age 18 need to obtain parental permission to call. (Prices subject to change)



All rights, including the copyrights of Game, Scenario, Music and program, reserved by Nintendo.
® and Game Boy Advance are trademarks of Nintendo.
© 1983-2002 Nintendo.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



CONTENTS



Super Mario World®

Vacation in Dinosaur Land	11
Controls	12
Getting Started	14
Game Rules	15
Special Plumber Powers	22
Luigi Lore	33
Tips and Tricks	48

• Super Mario World is a one-player game.

Mario Bros.®

Game Select	35
Controls	36
Getting Started	38
Battle Basics	42
Game Screen	43
Using the Garbage Can	44
Classic Capers	46

• Mario Bros. Battle is for two to four players.
• Mario Bros. Classic is for one to four players.

Shared Controls

SELECT + START + A Button + B Button

- Press all of these at the same time to reset the game.

SELECT + L Button

- Press SELECT and the L Button at the same time to turn off Sleep Mode.

SELECT + R Button

- Press SELECT and the R Button at the same time to turn your game system's liquid-crystal display off and activate an energy-saving Sleep Mode. You can turn Sleep Mode on at any time, but it will not prevent your game system from turning off if the batteries run out.

Here's all of the information you need to link multiple Game Boy Advance systems using one Super Mario World: Super Mario Advance 2 Game Pak.

Necessary Equipment

- Game Boy Advance systems: *One system per player*
- Super Mario World: Super Mario Advance 2 Game Paks: *One*
- Game Boy Advance Game Link® cables (sold separately):
Two players, one cable
Three players, two cables
Four players, three cables

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Super Mario World: Super Mario Advance 2 Game Pak into Player 1's Game Pak slot.

2. Connect the Game Link cables.
 3. Insert the Game Link cables into the External Extension Connectors (EXT), making sure to insert the small, purple connector into Player 1's game system and the large, gray connectors into the other game systems.
 4. Turn each system's Power Switch ON.
 5. Now, follow the controller instructions on page 38.
- *When playing with only two or three players, do not connect any game systems that will not be used.

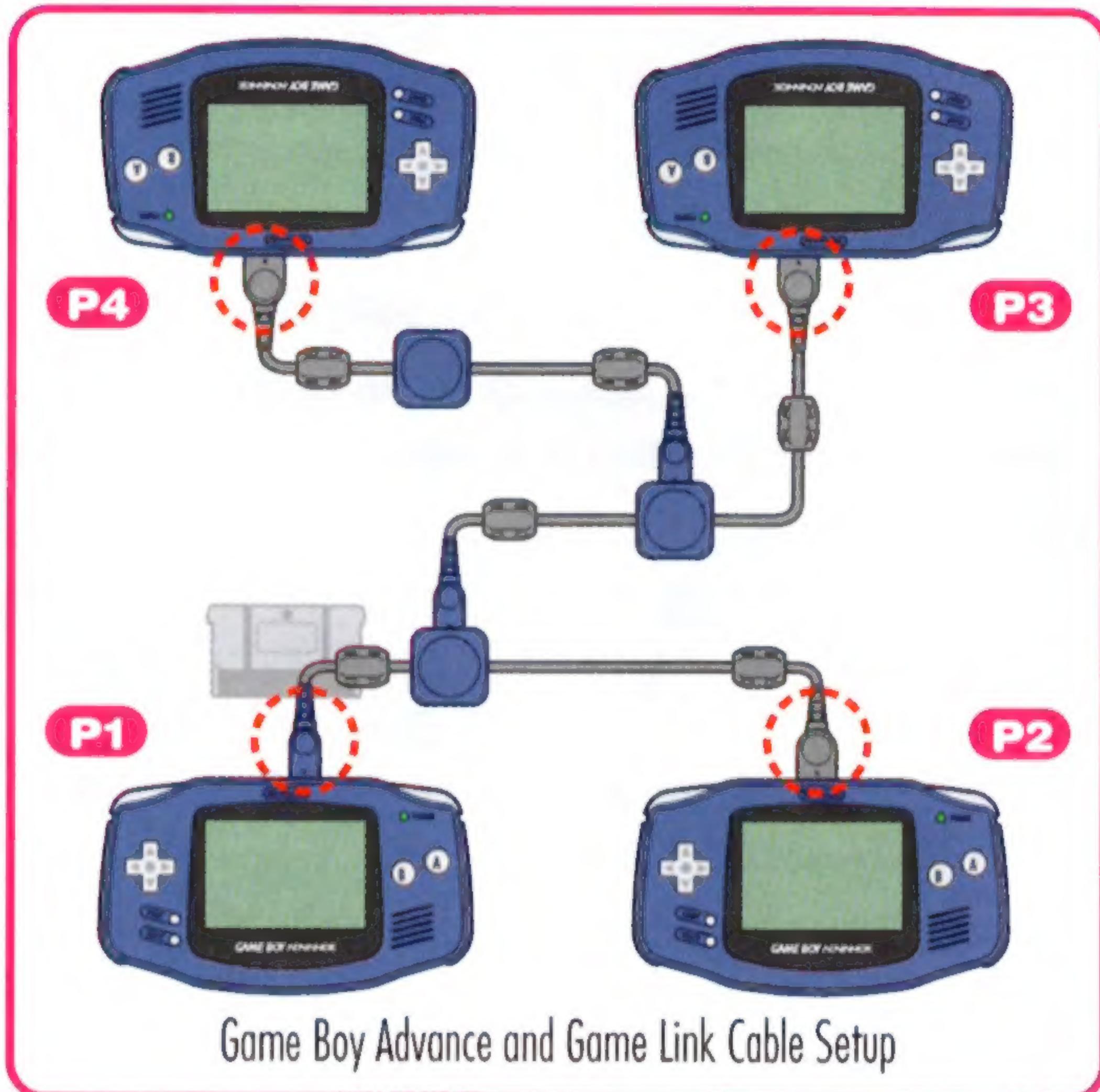
Consult the picture to your right when connecting Game Link cables to Game Boy Advance game systems. Note: the Game Pak goes into Player 1's game system. The Game Link cable's small connector is purple, and the large one is gray.

Single-Pak Link

Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When the Super Mario World: Super Mario Advance 2 Game Pak is inserted into any system other than Player 1's Game Boy Advance.
- When more than four Game Boy Advance game systems are linked.



Here's all of the information you need to link multiple Game Boy Advance game systems using multiple Super Mario World: Super Mario Advance 2 Game Paks.

Necessary Equipment

- Game Boy Advance game systems: *One game system per player*
- Super Mario World: Super Mario Advance 2 or Super Mario Advance Game Paks: *One Game Pak per player*
- Game Boy Advance Game Link cables:
Two players, one cable
Three players, two cables
Four players, three cables

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Super Mario World: Super Mario Advance 2 Game Paks into the individual Game Pak slots.

2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn each system's Power Switch ON.
4. Now, follow the controller instructions on page 40.

*When playing with only two or three players, do not connect any game systems that will not be used.

*Whoever plugs the small, purple connector into his or her Game Boy Advance will be Player 1

Consult the picture to your right when connecting Game Link cables to Game Boy Advance game systems. Note: the small Game Link cable connector is purple, and the large one is gray.



Multi-Pak Link

Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When more than four Game Boy Advance game systems are linked.



SUPER MARIO WORLD



Vacation in Dinosaur Land

Mario, Luigi, and Princess Peach have traveled to Yoshi's Island in Dinosaur Land for a well-deserved vacation.

Shortly after arriving, however, Princess Toadstool disappears! Mario and Luigi search desperately for her, but to no avail. Finally, at the edge of the island, they come across a mysterious egg. While they're taking a good, long look at the egg, it suddenly hatches and out pops a little dinosaur named Yoshi, who tells Mario and Luigi his sad tale.

"A group of turtles appeared here in Dinosaur Land and used magic to trap my friends inside eggs. Those turtles are really tough—they even trapped me when I came to help out my pals. Will you help me free my friends?"

Monstrous turtles? Surely, this is the work of Bowser, king of the Koopas. He and his henchmen must be behind Peach's disappearance, too! Now the Mario brothers must team up with Yoshi to free the princess and the other dinosaurs and start on a whole new adventure.



Controls



L Button

- Press ▲ or ▼ after pressing the L Button to view more of the world map.
- Check the entire world map.
- Shift the board to the right on the Results screen.

These controls may differ depending on game progress.



- Press ◀ and ▶ to move left and right.
- Press ▲ to enter doors.
- Use ▲, ▼, ◀ and ▶ to move across the map.
- Make menu selections.



START

SELECT

- Pause midgame. (You can save on the Pause screen.)
- Confirm menu selections.

- Use reserve items.
- Switch between the Map and Results screens.
- Make menu selections.



R Button

- Spin jump.
- Jump off Yoshi's back.
- Switch between Mario and Luigi on the Map screen.
- Shift the board to the left on the Results screen.

These controls may differ depending on game progress.

A Button

- Swim or jump.
- Descend slowly with the Cape.
- Fly with Yoshi.
- Confirm menu selections.

B Button

- Speed up or carry items.
- Spin with the Cape.
- Control flight with the Cape.
- Punch while hanging from wire fences.

- Make Yoshi eat and/or spit out enemies.
- Throw fireballs.
- Cancel menu selections.



Getting Started

1 Select a Game!

Single Player



© 1999-2002 Nintendo



Super Mario World is a one-player game.

Insert the Game Pak into the Game Boy Advance and turn the POWER on. Select Single Player on the Title screen and press START to move to the Game Select screen. Select Super Mario World and press the A Button to confirm.

2 Select a File



- On the File Select screen, choose from one of three data files and begin a game.

Press SELECT, START, and the L, R, A, and B Buttons at the same time when turning the power on to display the Initialization screen. Select Initialize and confirm your choice to erase all saved game data and reset the game. Be careful! Once game data is erased, it cannot be restored.

Game Rules



1 Viewing the Map



Press the R Button to switch between Mario and Luigi. See page 33.

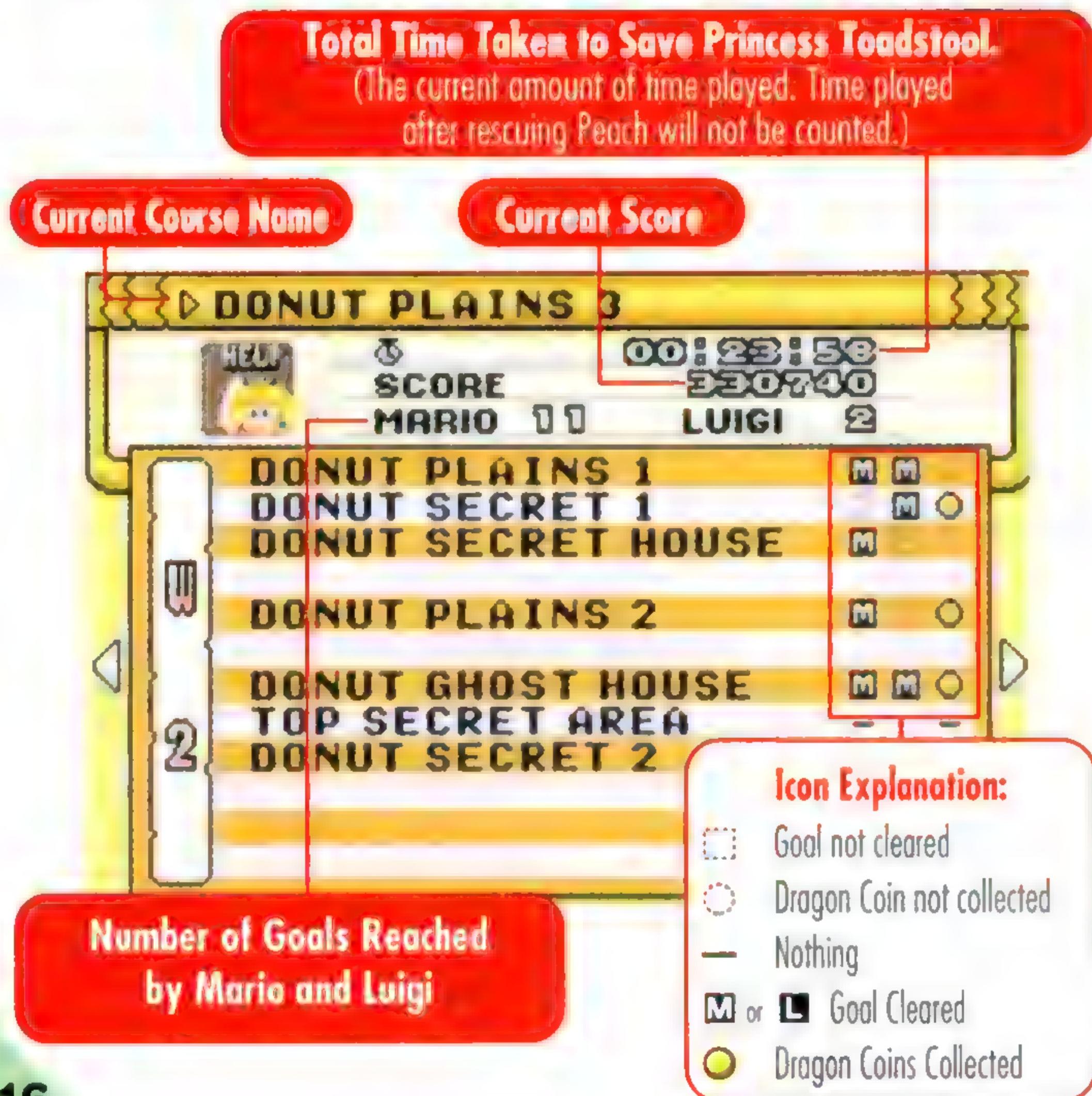
The game begins at Yoshi's house, and at first you can only move to the left or right. To open up new paths leading to additional course points and maps, you need to clear levels. That's how the game works! To move Mario or Luigi across the map, use the + Control Pad. To view the entire map, press the L Button, and then use the + Control Pad to scroll. Press the L Button again to return to the normal Map screen.

After the Donut Plains, there are many red course points—these contain hidden goals or keyholes. If you can find these secret locations, new roads will open up. Try your best to discover them!

2

Viewing the Results screen

- Press SELECT on the Map screen to display the Results screen.



- The Results screen is linked to the Map screen, so your progress is continuously recorded. You can check on goal and Dragon Coin status whenever you like.

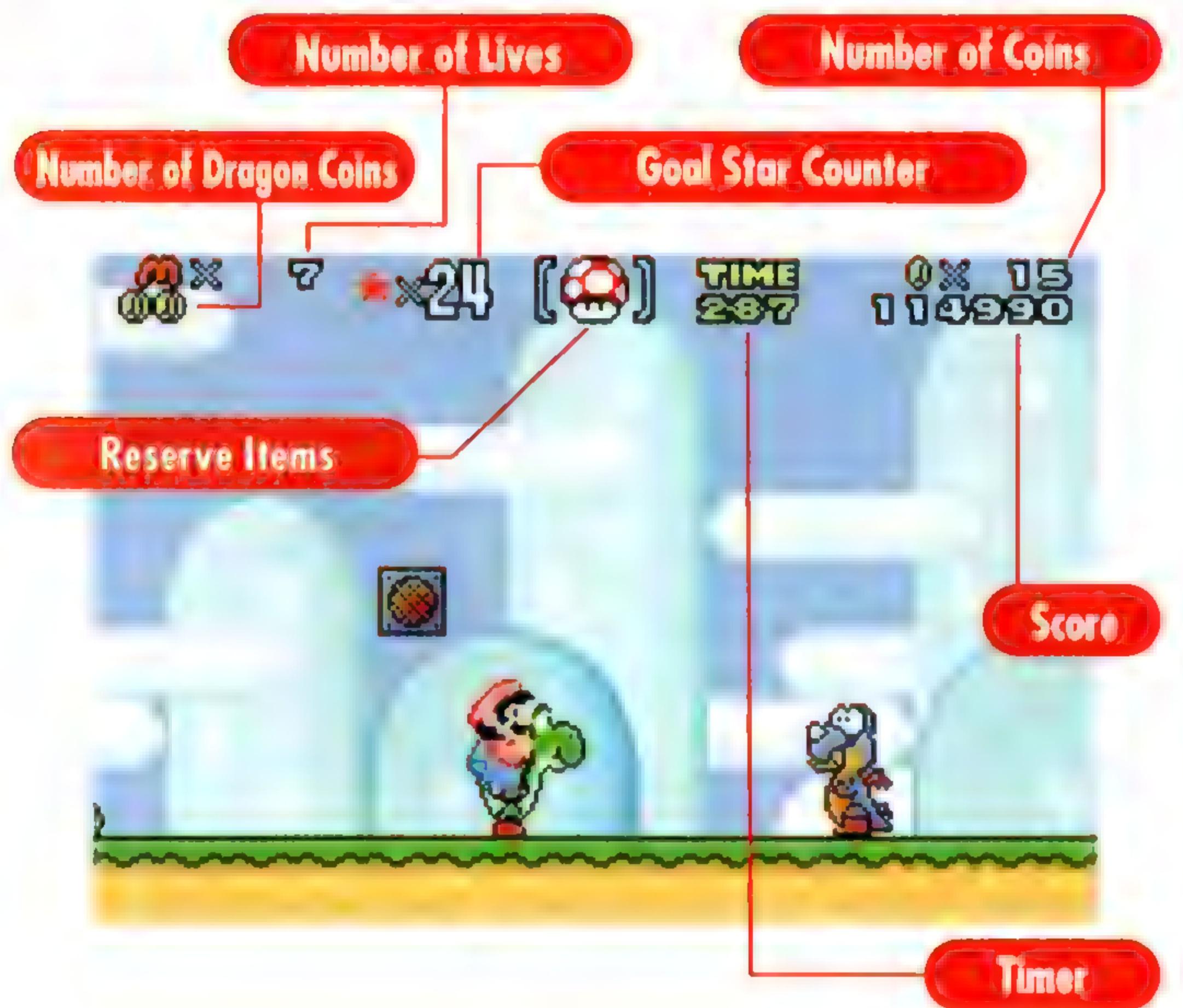
As you move to a new area, the map name, number of goals, and number of Dragon Coins are displayed.

If a course has two goal icons displayed, that course has a hidden goal.

If you clear a goal with Mario, an M is displayed. If you clear one with Luigi, an L appears.

The Dragon Coins collected icon only appears if you collect five or more Dragon Coins on that stage.

- At the beginning of the game, the Results screen only displays information on the first world, but as you move on to new areas, the Results screen will include new pages.



Once you move Mario or Luigi to a course point, press the A Button to enter and start the level. Once you maneuver Mario or Luigi safely to the end of the level, that level is checked off as cleared. Once you've cleared a course, you can replay it as many times as you want. (Castles and Fortresses cannot be replayed.) If you're replaying a course that you already cleared, you can return to the Map screen at any time. Press START to bring up the Pause screen, then select Return to quit the level.

4

Coin Information

You can increase the number of lives you have by collecting coins on the levels.

- Normal coins: Collect 100 to receive an extra life.
- Dragon Coins: Collect 5 or more on a single course to receive an extra life.
(Dragon Coins may also be included in the normal coin count total.)



5

Reserve Items

Hitting the blocks that are placed throughout levels will cause power-up items to appear. If you are already in a powered-up condition when you pick up a new power-up item, the first item you grabbed will be placed in reserve and displayed at the top of the screen. If you take damage and lose power, don't worry—the power-up item in reserve will automatically drop down for your use. You can also press SELECT to use a reserve item whenever you like.

* For more on power-up items, see page 22.



Super Mushroom



Fire Flower



Cape Feather



Starman

Receive temporary invulnerability when you snag these friendly stars.



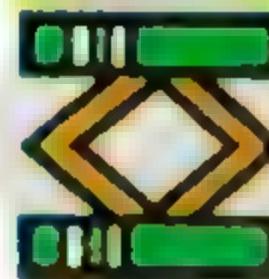
Yoshi's Eggs

The contents of eggs are guaranteed to satisfy. Yoshi sometimes drops eggs, too.



3-Up Moons

These celestial bodies grant you three extra lives.



Trampolines

Jump on these with the right timing to do a super high jump.



Yoshi's Wings

If you get these while you're riding Yoshi, you'll be able to warp.



Jump Blocks

These blocks bounce along and sometimes drop items.



P-Switches

Step on these to transform blocks into coins for a few moments.



Message Blocks

Receive helpful Tourist Tips from these conveniently located blocks.



Berries

Feed Yoshi enough berries, and he'll give you an egg.



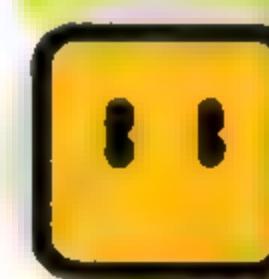
Power Balloons

Grab these to swell up and drift through the air for a limited amount of time.



Prize Blocks

Hit these from underneath to receive a coin or an item.



Rotating Blocks

Hit these blocks to make them spin for a fixed amount of time.



Grab Blocks

You can carry and throw these blocks.



Bonus Blocks

Hit one of these after collecting 30 or more coins to receive a 1-Up Mushroom.

7

Midway Gates and Goals

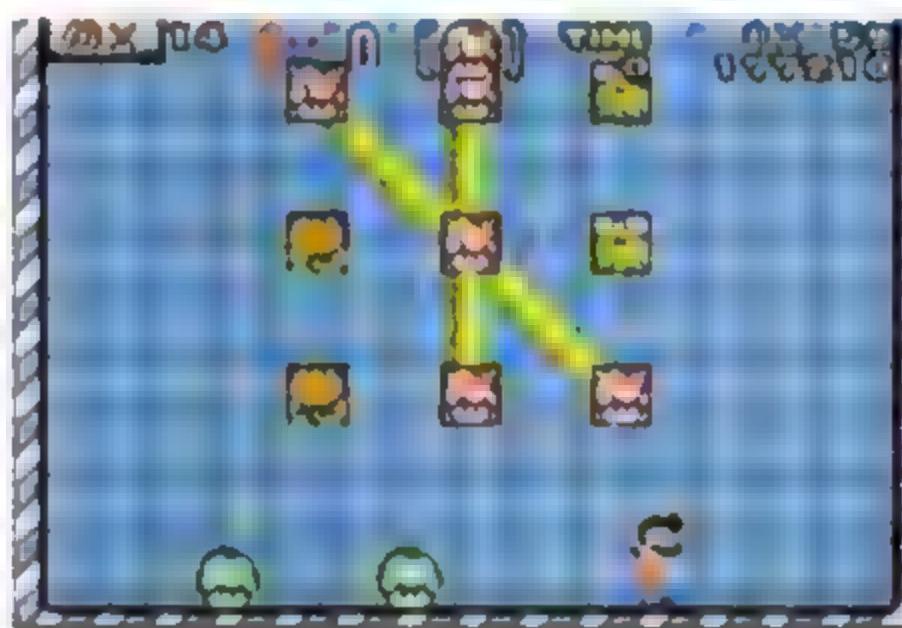


- These gates mark the midpoints of each course. Once you break the tape, the gate becomes your new starting point if you lose a life before reaching the end of a level. Mario and Luigi power up when they reach a midway gate.

- The goals at the end of levels are huge, and the finish tape moves! The higher the tape is when you break it, the more Goal Stars you'll earn. If you finish a level on Yoshi's back, you'll start the next level still astride your dinosaur companion.

8

Bonus Game



1-Up Mushrooms



Each of these mushrooms gives you one extra life.

If you earn 100 Goal Stars, you get to play a bonus game! Hit spinning Item Blocks from underneath to stop their rotation. Try to line up the same items in rows to earn 1-Up Mushrooms. You'll get one 1-Up Mushroom for each row of matching items.

9

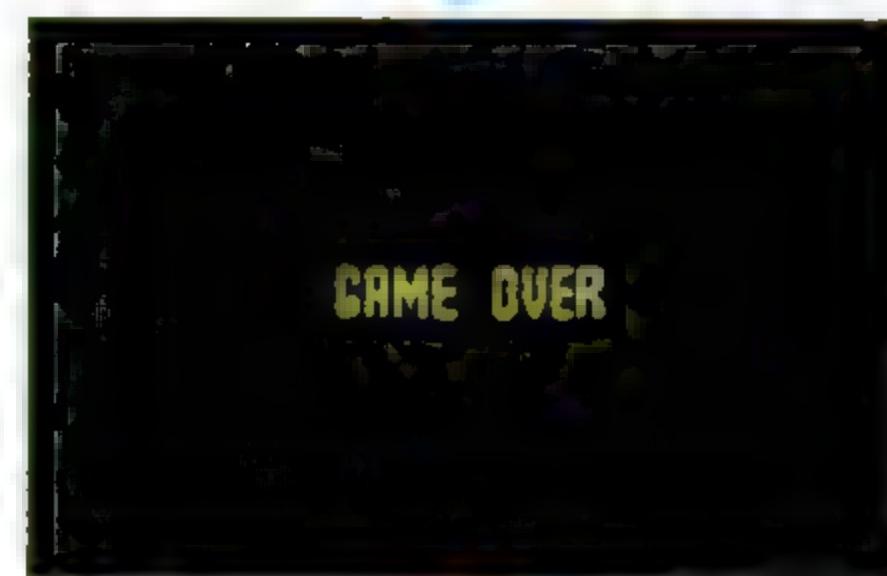
All About Saving



When you want to take a break or save your game, press START to bring up the Pause screen. On this screen you can choose to Continue Without Saving, Save and Continue, or Save and Quit. You can reach the Pause screen from either the Map screen or the Action screen.

10

Losing Lives and Game Over



When you lose your last life, the game is over, and the Game-Over screen, shown here, is displayed. Choose either Continue or Quit, then press the A Button to confirm your selection. There are four ways to take damage and lose a life:

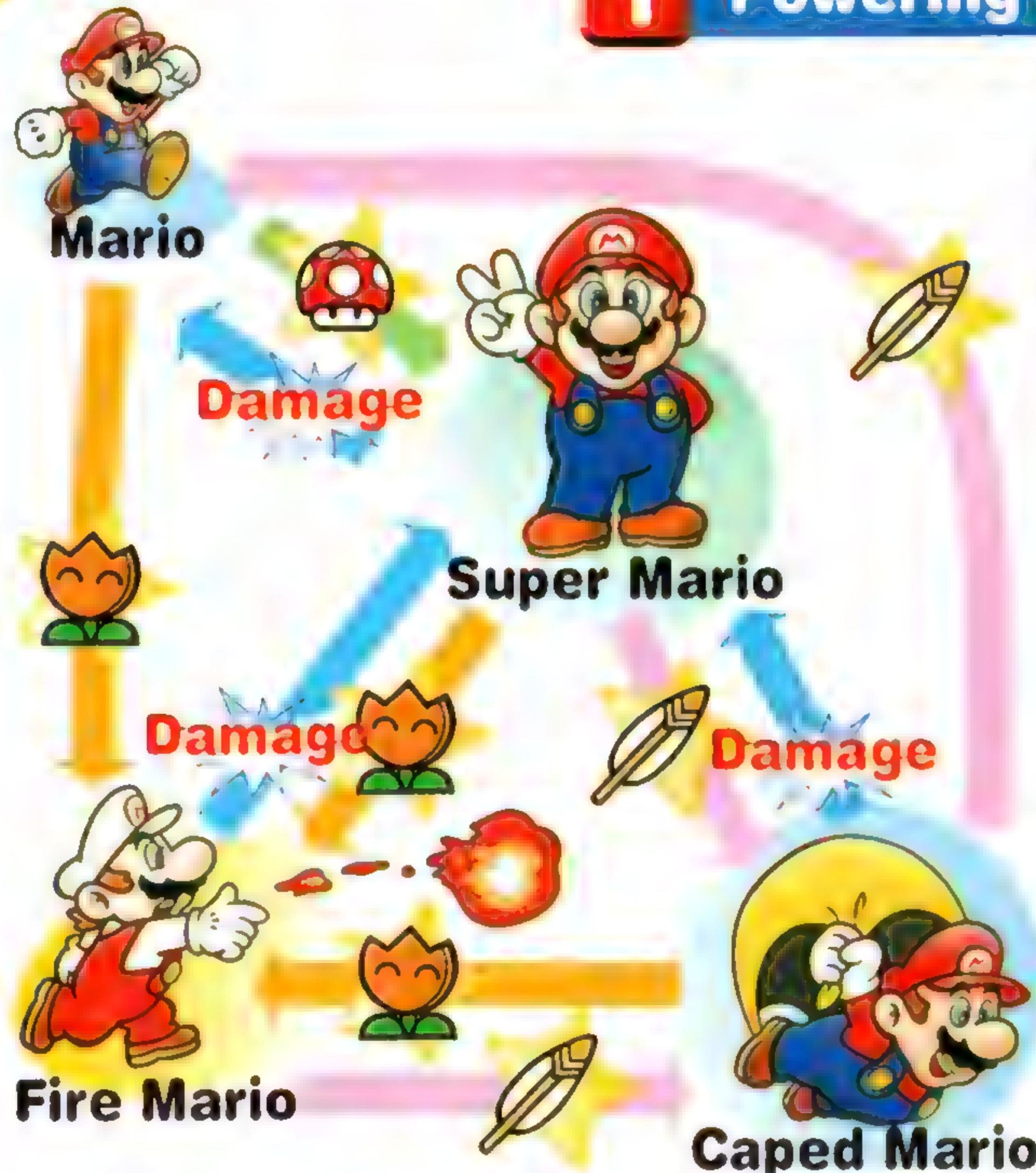
- Be struck by an enemy while normal Mario or Luigi.
- Fall in a hole or gap and disappear off of the screen.
- Get sandwiched by walls.
- Fail to reach the level goal within the set time limit.



Special Plumber Powers

1

Powering Up the Mario Bros.



Snag special items to transform into three powered-up versions of Mario and Luigi. Once you've changed into one of these three forms, taking damage will only return you to a previous state instead of costing you a life.

*If you get a Fire Flower or Cape Feather when in super form, you'll power up and get a Super Mushroom in reserve.

*If you're in fire form and have a Cape Feather in reserve, or in caped form with a Fire Flower in reserve, you can take out your reserve item and switch forms at will.

**Run****Jump****Crouch**

Hold the B Button down while moving with the + Control Pad to dash. Dashing will let you run across one-block gaps.

The longer you hold down the A Button, the higher you jump. If you jump off an enemy, you'll go even farther.

**Carrying Items**

Press and hold down the B Button to pick up and carry items that you touch. You can carry only one item at a time.

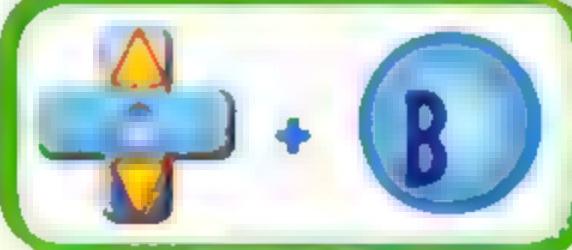
**Spin Jump**

Turn Mario or Luigi into a spinning top with this special jump. It doesn't carry you as high as a standard jump, but it wreaks havoc on enemies. If you perform a Spin Jump as Super Mario or Super Luigi, you can break blocks, too.



Throw Items

Toss items up by pressing ▲ on the + Control Pad and releasing the B Button at the same time. If you want to place an item at your feet, press ▼ and release the B Button simultaneously.



Swim

Press either the A or R Button to swim.



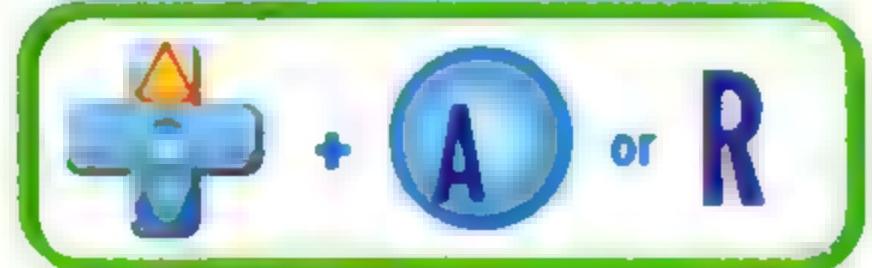
Hold Items while Swimming

Press and hold the B Button to carry items while swimming.



Jump Out of the Water

Press ▲ on the + Control Pad and either the A or R Button to jump out of water.



3

Entering Pipes

Pipes in the Ground

Press ▼ on the + Control Pad to enter pipes on the ground.



Pipes In the Ceiling

Press ▲ on the + Control Pad while jumping to enter pipes on the ceiling.



Get Vertical

When you see a triangular block at the base of a pipe, dash by holding down the B Button to run straight up the pipe.



Jump with Yoshi

While astride your dino buddy, jump onto triangular blocks and press the A Button to jump incredibly high.



4

Overcoming Obstacles

Punch

Press ▲ on the + Control Pad to climb up fences. While on fences, press the B Button to punch enemies off of the opposite side. If you come down on an enemy from above, you can kick it off!



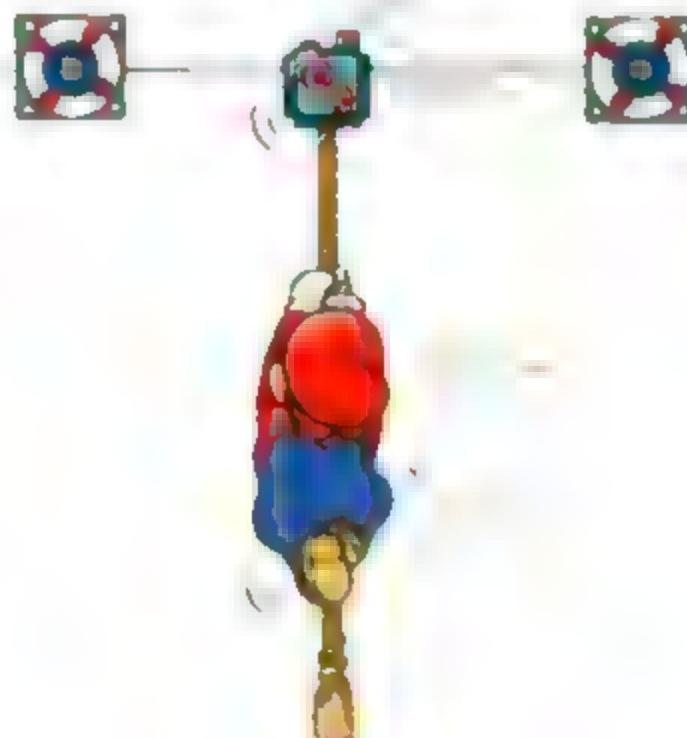
Revolving Fence Doors

Climb onto fence doors and then punch them with the B Button to spin them around.



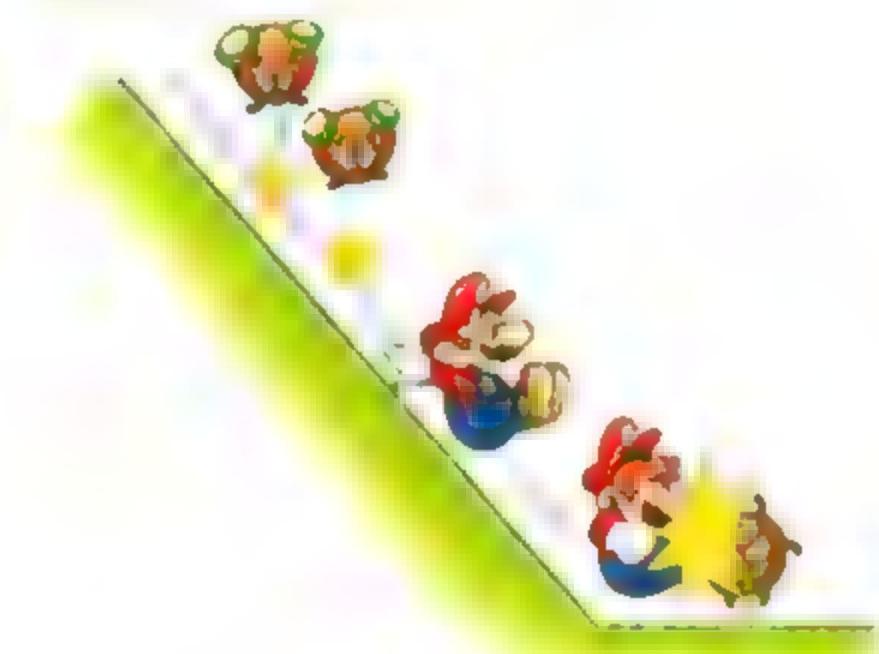
Climb Ropes and Vines

Climb up by pressing ▲ on the + Control Pad. Move up and down with ▽ or ▲.



Slide Down Slopes

When you come to a slope, press ▽ on the + Control Pad, and you'll shoot down like a toboggan. Once you reach the bottom, you'll stop sliding and be vulnerable to attack.



5

Basic Ways to Defeat Enemies

Stomp on Foes

Jumping up and landing on enemies is the easiest way to defeat enemies. There are some enemies that you can't jump on, so be careful!



Hurl Fireballs

As Fire Mario or Fire Luigi, press the B Button to toss fireballs at your opponents. Enemies hit with fire become coins. Of course, some foes are immune to flames.



Knock Foes Off Blocks

If you see an enemy standing on a block, hit the block from underneath to topple your foe!



Kick Shells

Release the B Button when you're carrying a shell and you'll drop-kick it, sending it spinning across the screen.



6

Controlling a Caped Mario Brother

Defeat Enemies with the Cape

When caped, press the B Button to spin around rapidly. You'll knock out opponents and break blocks in a blur.



Open the Cape

At any time during your ascent, you can open the Cape by releasing the A Button. The Cape will open automatically when you reach the highest point of your jump. (Don't let go of the B Button!)



Quick Ascent

Now use the + Control Pad to steer. Don't forget to hold down the A and B Buttons.



Accelerate

Press and hold down the B Button while running until Mario or Luigi sticks out his arms.



Jump

While holding down the B Button, press the A Button to jump!



Take to the Skies

Flying

While continuing to hold down the B Button, use the + Control Pad to ascend and descend. If you press the + Control Pad in the direction you're flying you'll descend. To ascend, press the + Control Pad in the opposite direction. Press and release the + Control Pad with good timing, and you can actually climb higher than you started.



If you strike an enemy while your Cape is open, you'll power down, but you won't lose a life.



Fast Dive

Dive rapidly by holding the B Button down while pressing in the direction you're flying on the + Control Pad.



Body Press

Use the + Control Pad while holding down the B Button to steer your way down onto an enemy and smash 'em into the ground.



Slow Descent

Hit the brakes and slow your descent by pressing and holding down the A Button.

To continue descending at normal speed, release the A Button.



If you slam into the ground from a fast dive, you can cause the earth to shake from the impact. This can shake up (and even wipe out) any nearby enemies!

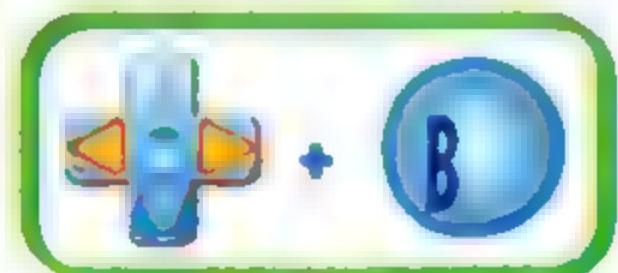


When you first meet Yoshi, just go right up and jump onto his back. The basic controls for riding Yoshi are the same as for controlling Mario and Luigi.

Run and Jump

Press the B Button with the + Control Pad to make Yoshi run, and press the A Button to make him jump. If your Mario brother is caped, Yoshi ascends and glides when he jumps.

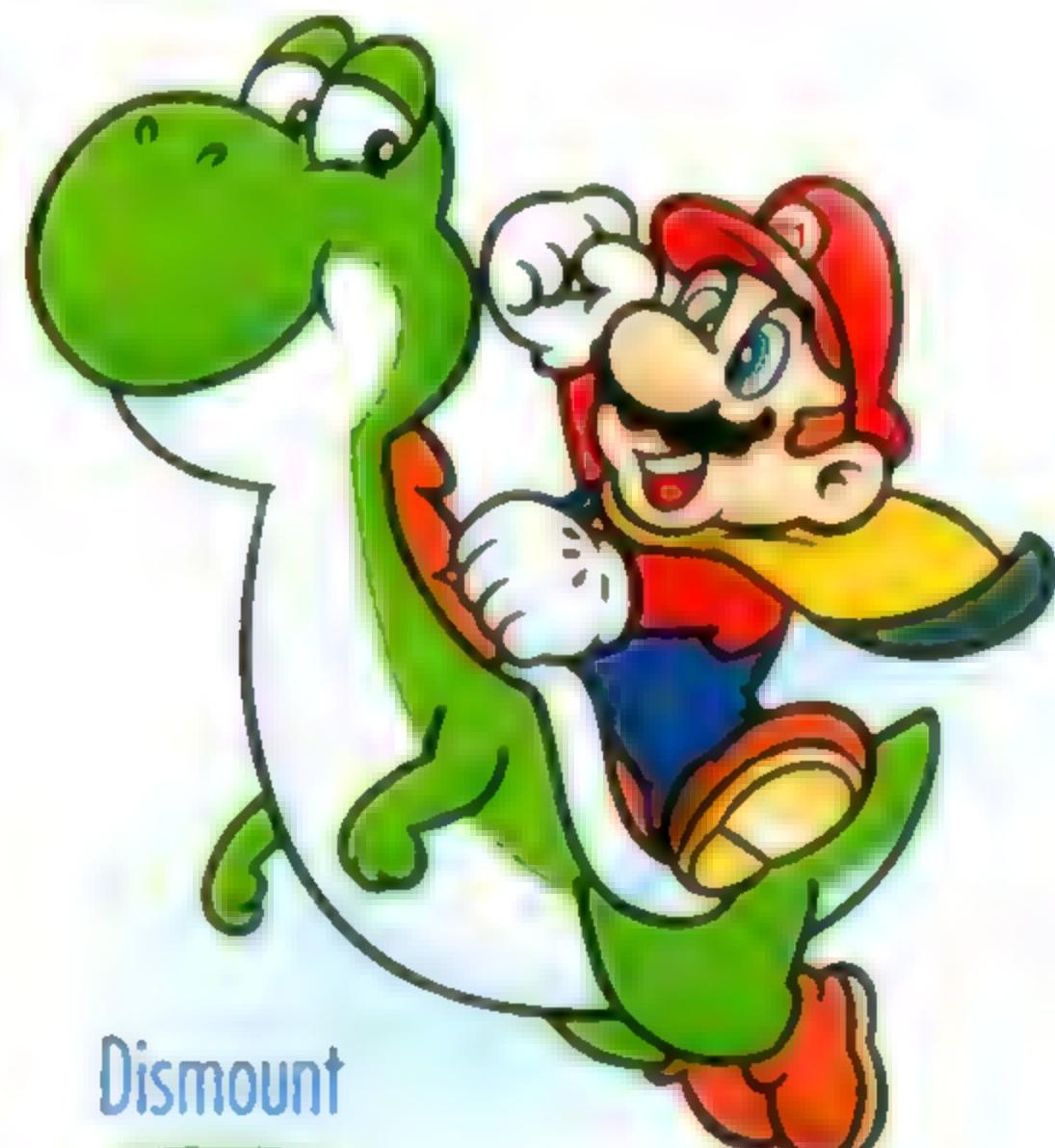
Accelerate



Jump



Dismount



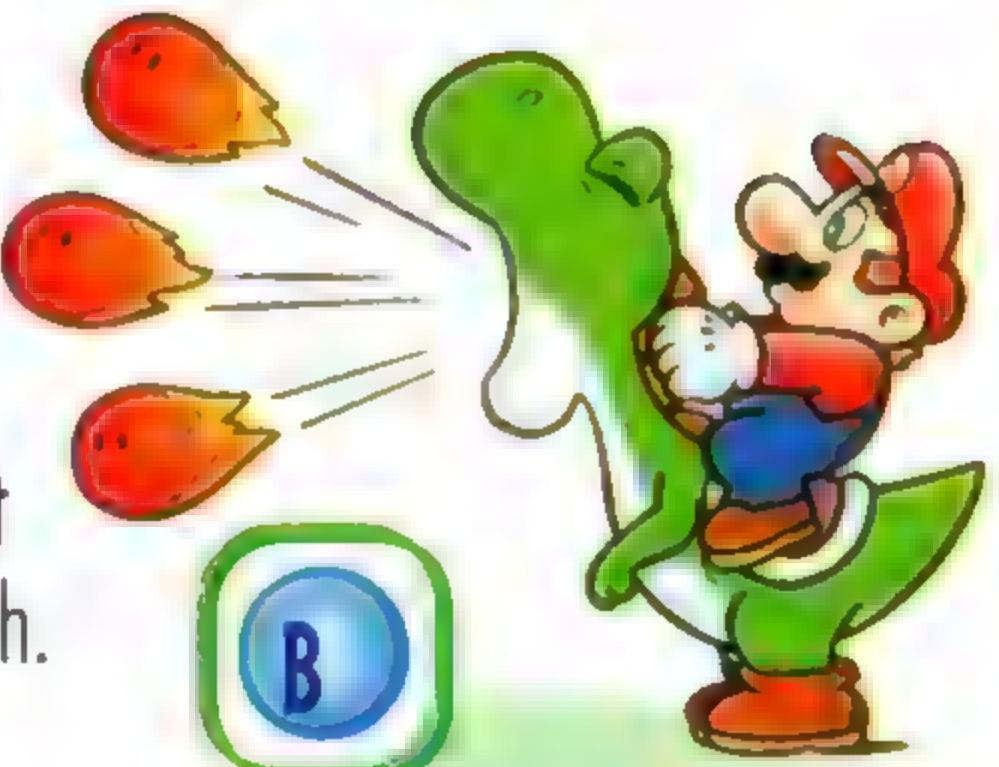
Eat Items

Yoshi eats berries or enemies when you press the B Button. If you press ▲ on the + Control Pad at the same time as the B Button, Yoshi will eat items that are a little higher than his head. Just run into berries at mouth level, and Yoshi automatically starts eating.



Spit Fire

Yoshi can't swallow Koopa shells or other hard things right away, so press the B Button again, and he'll spit out whatever is in his mouth. If it's a red shell, he'll spit out fireballs.



Fly

When Yoshi holds a blue shell in his mouth, he sprouts wings! Repeatedly press the A Button to flap his wings and soar skyward.



Kick Up Sand Clouds

If Yoshi has a yellow shell in his mouth, he'll form sand clouds every time he jumps onto the ground. These sand clouds will topple enemies.



- Yoshi can swallow almost any object that he keeps in his mouth long enough. When Yoshi swallows a shell, he'll lose the powers that the shell bestowed.
- You won't take damage or power down if you run into an enemy while on Yoshi's back, but you will fall off, and Yoshi will run away. If you get knocked off Yoshi, track him down as quickly as possible to prevent him from getting lost.

Somewhere in Dinosaur Land, you might just run across hidden Yoshis of three different colors. If you're lucky enough to find them, you'll discover that they're just little dinos. You'll have to feed them five enemies to make them grow into adult Yoshis. You can carry little Yoshis in your hands with the B Button.



Once you've raised a colored Yoshi into adulthood, you'll encounter more Yoshis of that color.



Red Yoshis

These little hotheads can spit out fireballs regardless of the colored shells they have in their mouths.



Blue Yoshis

It doesn't matter what color shell they eat—once Blue Yoshis have shells in their mouths, they can fly for a set period of time.



Yellow Yoshis

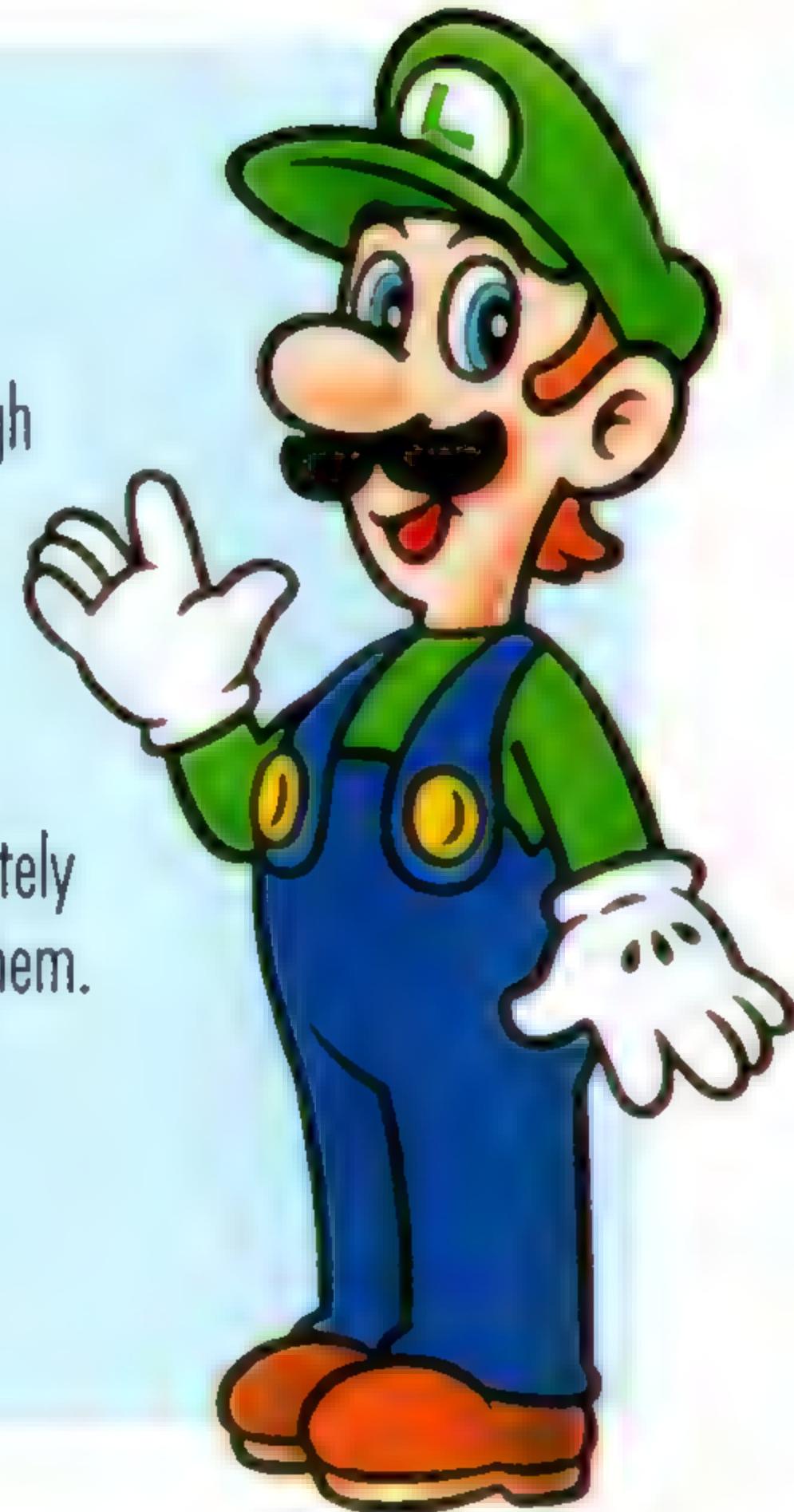
As long as they have shells in their mouths—any shells will do—sand clouds surround Yellow Yoshis when they jump.

9

Luigi Lore

On the Map screen, press the R Button to switch to Mario's younger brother, Luigi.

- Luigi's a stronger jumper than Mario is, but he's also a bit slower.
- Caped Luigi's air speed is not quite as high as Caped Mario's.
- Luigi's fireballs bounce higher than Mario's do.
- With Luigi riding him, Yoshi can immediately spit out enemies instead of swallowing them.



MARIO BROS.



Game Select

Before Beginning

One to four people can play Mario Bros. Classic, and two, three, or four players can go head-to-head in Mario Bros. Battle.

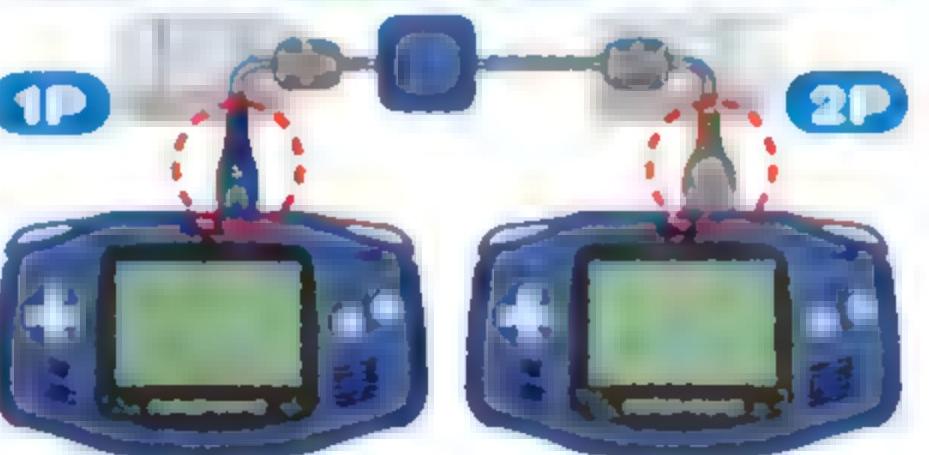


Mario Bros. Battle

Single-Pak



Multi-Pak



- To play Mario Bros. Battle, you need the correct number of Game Link cables and either a single Game Pak or a Game Pak for each player.

- Playing with multiple Game Paks means there will be no load time.
- Game play is identical in both Single-Pak and Multi-Pak Mario Bros. Battle.

You can use this Game Pak together with Super Mario Advance (Super Mario Bros. 3/Mario Bros.).

Mario Bros. Classic



- If you are playing single-player Mario Bros. Classic, you need only one Game Pak.



- If you are playing Mario Bros. Classic with two or more people, you will need the correct number of Game Link cables and a Game Pak for each player.

Controls



Control Pad

- Move with **◀** and **▶**.
- Press **▼** to duck.
- Press and hold **▼** to build up energy for a power jump.
- Choose time limits.



L Button

- Move the screen up and down (depending on Mario's location).



START

START

- Pause.
- Begin playing.



R Button

- Dash.

A Button

- Jump.
- Confirm time-limit selections.

B Button

- Pick up items or rival players.
- Dash.
- Cancel time-limit selections. (Return to the previous screen.)





Mario Bros. Battle

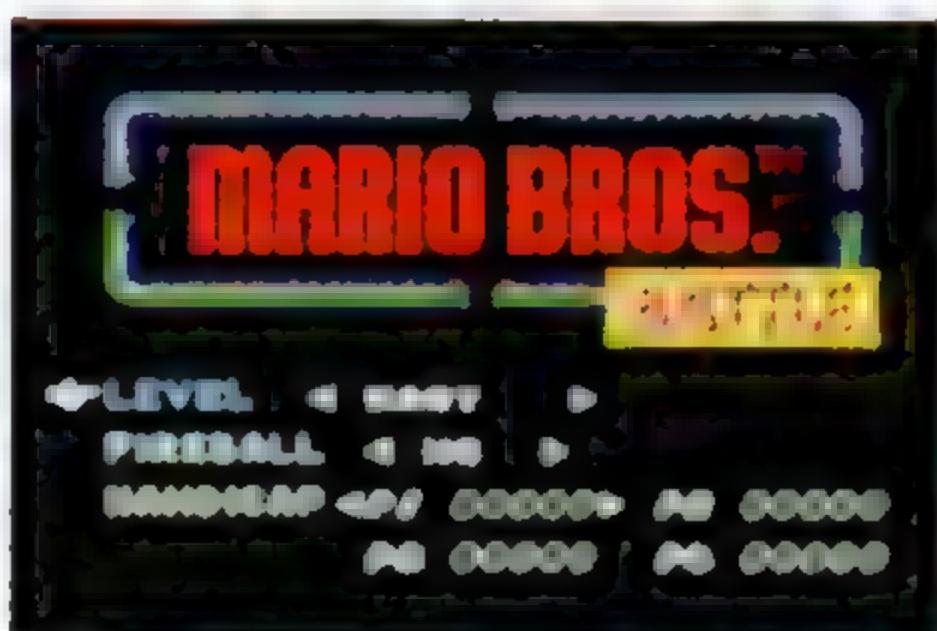
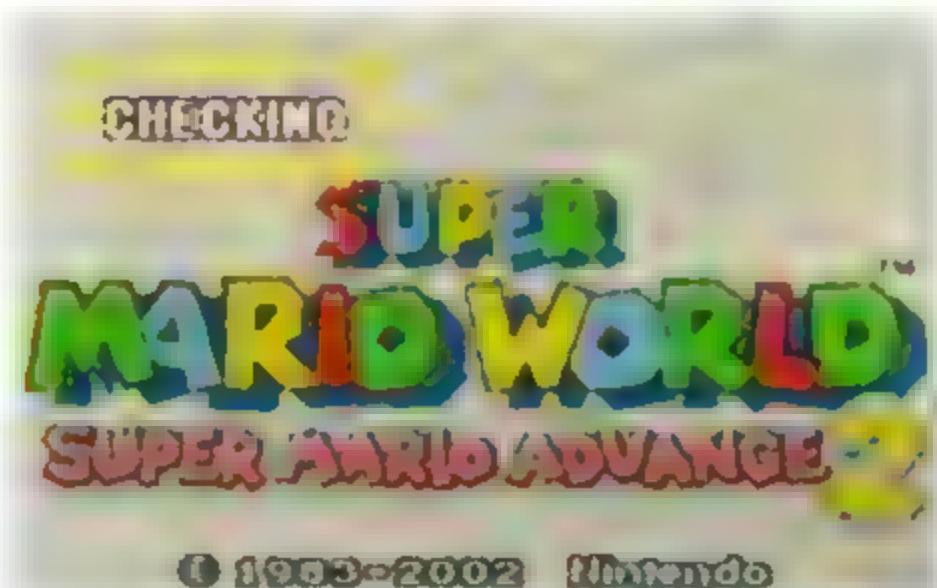
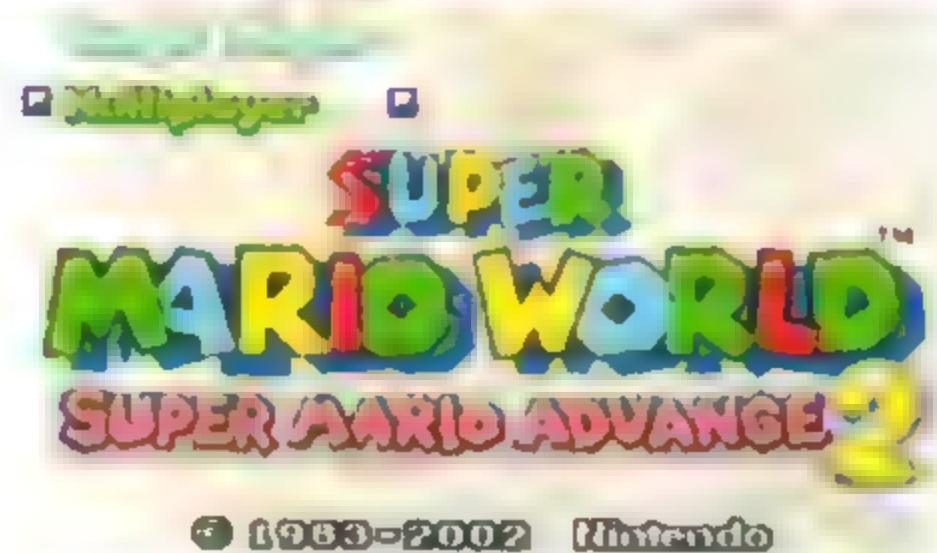
Getting Started

1 Single-Pak

Player 1

(The player with the Game Pak)

- Insert the Game Pak into your Game Boy Advance and turn the Power Switch ON.
- From the Title screen, select Multiplayer and press START. The game system will then check the cable connections.
- After this is completed, press START when instructed to on-screen.
- Next, select the game level and set the handicap options (the number of coins each player has at the start of a game). Use ▲ and ▼ to select a menu item and ◀ and ▶ to change settings.
- Player one must press the A Button to send the game settings to the other players' Game Paks.



GAME BOY

Nintendo®



- * Mario runs across the game screens while game data is being loaded. The loading process is finished when Mario reaches the right sides of the screens.
- * When playing with Game Link cables, turn all game system Power Switches OFF before inserting the cables. For more information on linking with the Game Boy Advance Game Link cables, see page 6.

Each player's Mario appears on-screen while the game is loading. The Mario you see is the color of the Mario you will control in-game.



When playing with four players, each player appears in this order on-screen.

Other Players

- While Player 1's game system is checking the cable connections, the Game Boy logo will appear on all other connected game systems.
- After Player 1 presses START, a flashing Nintendo logo appears on all other connected game systems. This signals that game data is being loaded.



If this error message appears, turn all of the Power Switches OFF, check the cable connections, and begin the game setup again.

Mario Bros. Battle

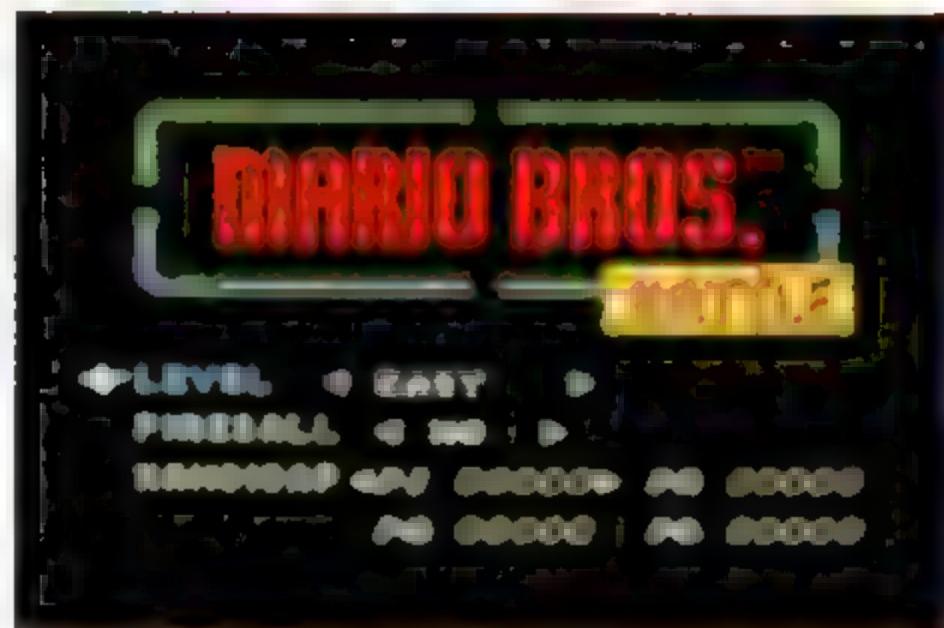
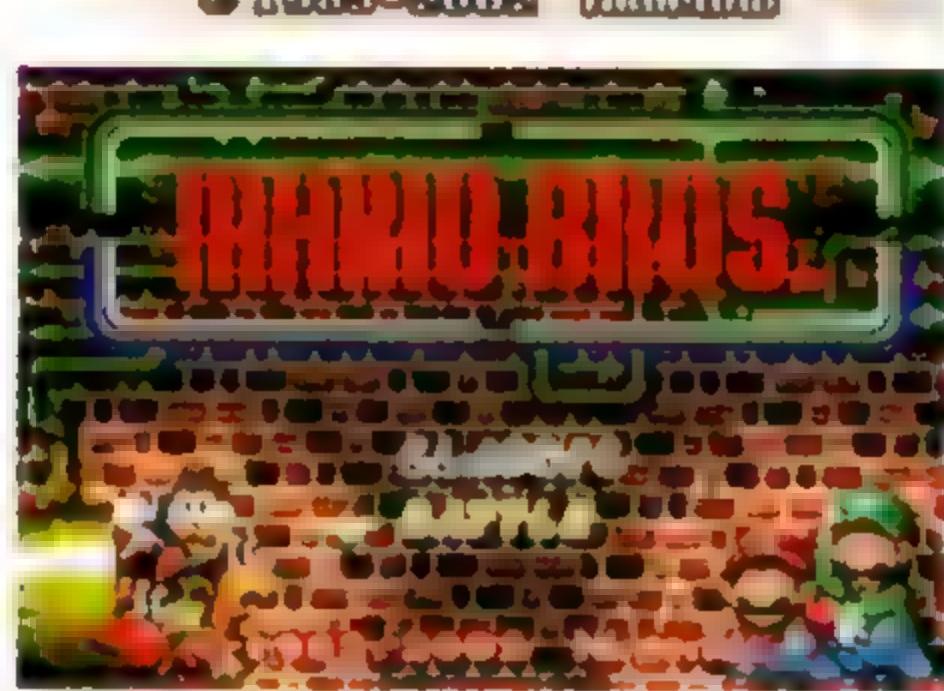
2 Multi-Pak Battle

Multi-Pak game play is the same as Single-Pak game play, but there are no load times.

Player 1

(The player with the small purple connector inserted into his or her game system)

- Insert the Game Pak into the Game Boy Advance and turn the Power Switch ON.
- On the Title screen, select Multiplayer and press START to bring up the Mario Bros. title.
- Press START again to bring up the Game Select screen. Choose Battle on this screen.
- Now, select the game level and set handicap options (the number of coins each player has at the start of a game).
- Press ▲ or ▼ to select a menu item and ◀ or ▶ to change settings.
- When you press the A Button, a different-colored Mario will appear for each player. Press START to begin the game.



Other Players

- After turning your game systems ON, choose Multiplayer on the Title screen. The other players will then wait while Player 1 sets the game up.
- After Player 1 presses START, a different-colored Mario will be displayed for each player. Press START to begin the game.



Each player's Mario appears on-screen while the game is loading.
The Mario you see is the color of the Mario you will control in-game.



When playing with four players, each player appears in this order on screen.

When playing Multi-Pak Link, make sure all of the Power Switches are turned OFF before inserting the Game Link cable or cables. See page 8 for details.





Mario Bros. Battle

Playing the Game

1 Winning

Grab the Coins!

- The first player to collect five coins wins.
- A coin comes out of one of the pipes at the top of the game screen each time an enemy character is defeated. To flip enemies over, jump up and hit the floor beneath them. Once they're on their backs, kick them off the screen to get rid of them.
- If all players but one are knocked out before 5 coins are collected, then the last player standing is the winner.



2 Mario Moves

- If you bump your rivals from underneath, they'll be stunned and unable to move for a few seconds.
- If you've been stunned, press the A Button repeatedly to recover.
- Jump on top of a rival Mario and press the B Button to pick him up. Press the B Button again to throw the other player at enemies or even into the trash can.
- If someone picks you up, press ◀ or ▶ repeatedly to escape.
- You can jump up and hit the bottom of the POW Block to stun all of your rivals at once. Pick up and carry the POW Block by jumping on top of it and pressing the B Button.



Game Screen

Mario Bros. Battle



1 Check the Game Screen

Game Play

The number of coins collected by each player is displayed during game play.

- If you press START during game play and choose Try Again, the game will begin again from round one.

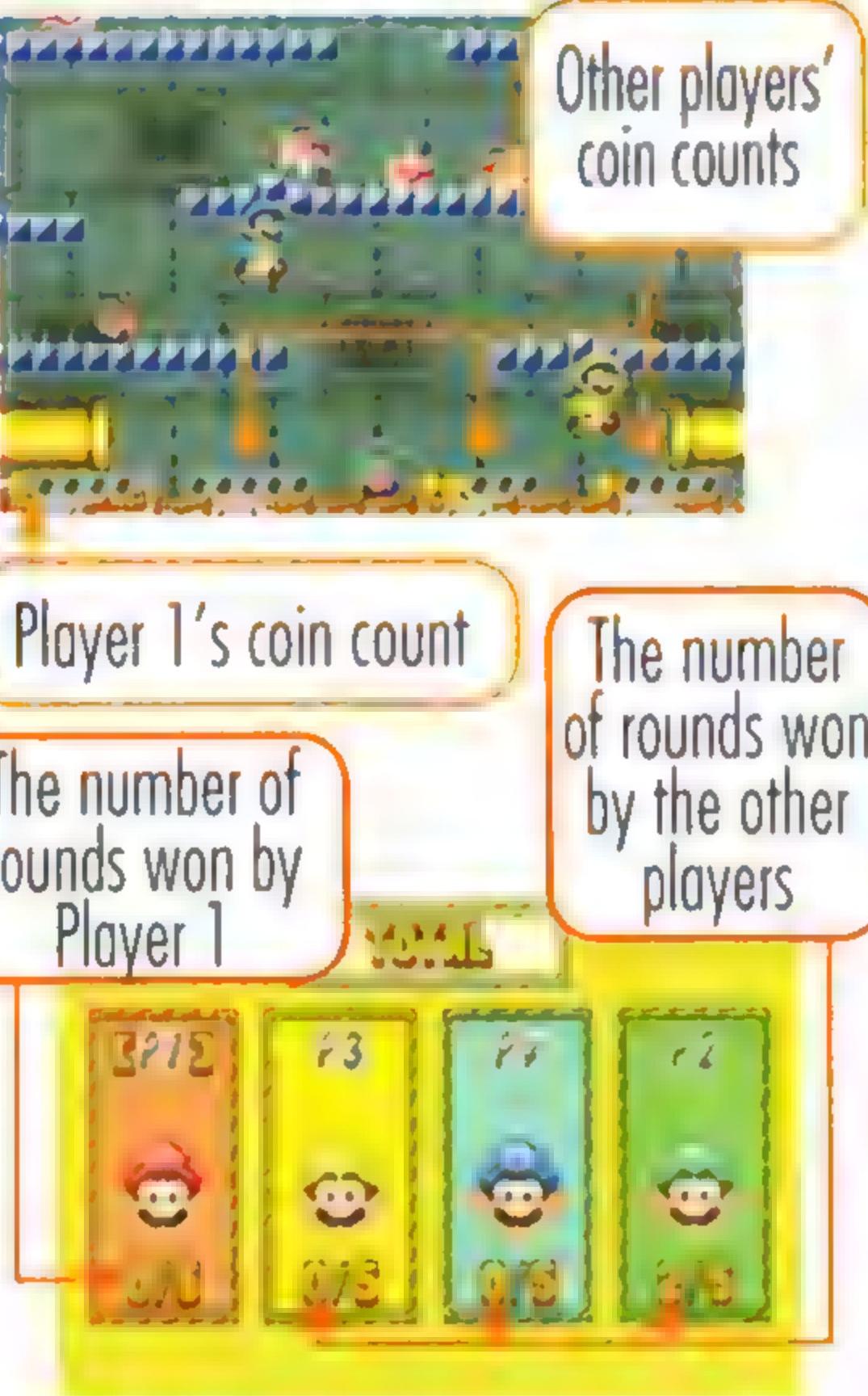
After a Round

"You Win" or "You Lose" appears after each round.

Total Results

The total number of victories for each player appears between rounds.

- Press START on this screen to begin the next battle.
- The first player to win five rounds wins the game.



2 Enemy Profiles

Spinys

These are the first enemies you'll meet. You just flip them over and then kick them off the screen. Be careful, though—they'll get back up after a few seconds, and they'll be faster than before.

Fireballs

If your timing is good, you'll be able to hit the floor beneath them just as they land to put them out of action.

Freezys

If you don't knock this guy out quick, he'll freeze the floors and send you sliding away.

Fighter Flies

Fighter Flies can be stunned only when they land on the floor. Good timing is essential to getting rid of these flying pests.

Crabs

Crabs are pretty tough customers, so you'll need to bump them twice to stun them. They're a lot faster than the Spinys, too.

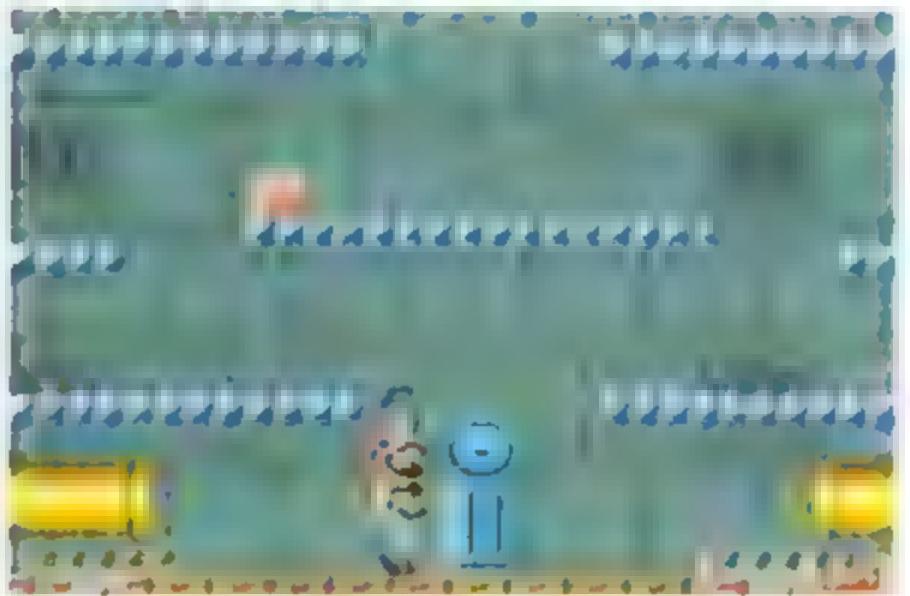


Mario Bros. Battle

Using the Garbage Can

1

Use It Well, and Use It Often



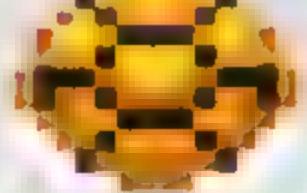
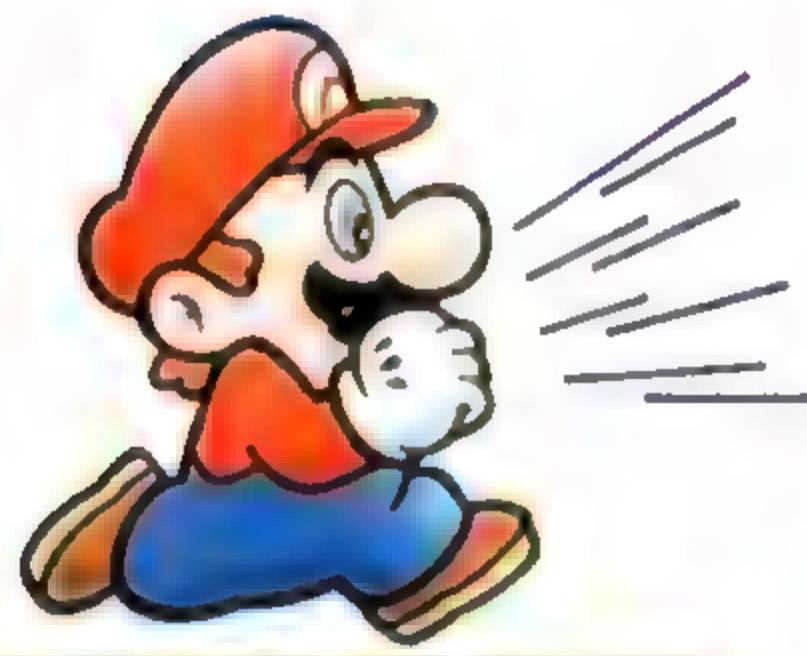
When you are playing Two-Player Vs., a garbage can rests on the bottom level in the game. Use it well, for it can sometimes be the key to victory.



- If you pick up your rival and carry him or her to the garbage can, the lid will open and you can throw that player inside. It will automatically close and keep that opponent out of action for a while.
- If you're in the garbage can, you'll have to wait a few seconds until the lid opens again. When it opens, jump out and rejoin the game.

- Being trapped in the garbage gives your rivals a chance to grab some coins, but you'll receive a special item that might help you turn the tables on them!
- If your opponent is standing on top of the can and you're trapped inside, use the Super Jump to knock him or her off and escape.
- You will receive a random item when you jump or are thrown into the garbage can.

The garbage can holds four different types of items. One of these, the egg, contains one of three additional items. You never know what you'll get, so don't forget the garbage can when planning your game strategy.



Koopa Shells

These shells damage anything they hit. You need to throw them or kick them to send them sliding away.



POW Blocks

POW Blocks stun all of the enemies on-screen and shrink any rival players when you toss them onto the ground.



Fish Skeletons

These are useless, and they smell funny. Throw them away.



Eggs

Coins



If you're really lucky, your egg will contain a coin.

Hearts



Hearts turn you into Super Mario!

Starmen



Starman make you temporarily invincible.

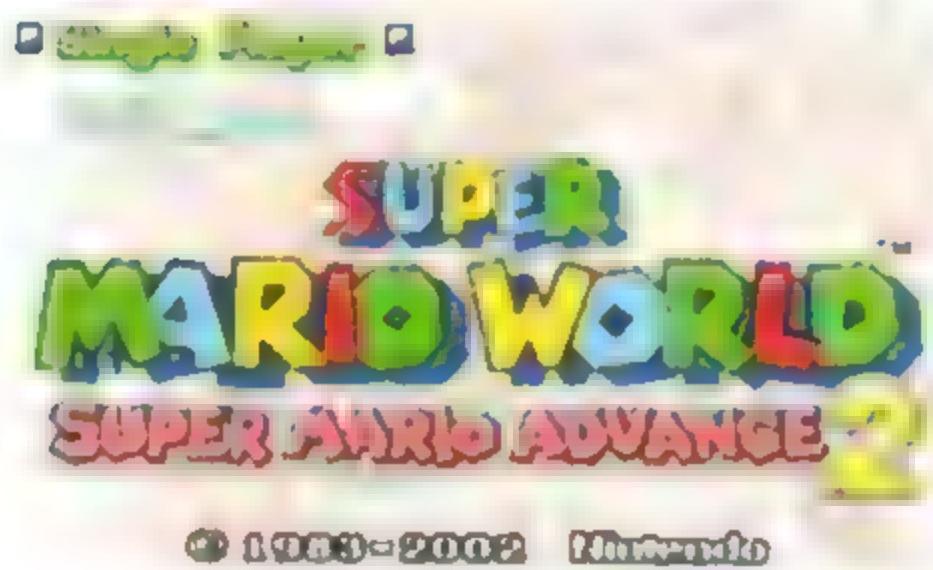


Mario Bros. Classic

Playing the Game

1

Single Player



- Insert the Game Pak into your Game Boy Advance game system and turn the Power Switch ON. Select Single Player on the Title screen and Press START to move to the Game Select screen. Select Mario Bros., then press the A Button or START to confirm your choice.
- Bump the enemies from below to tip them over. Once they've been flipped, kick them off the screen and out of the game. Defeat all of the enemies to clear that level.

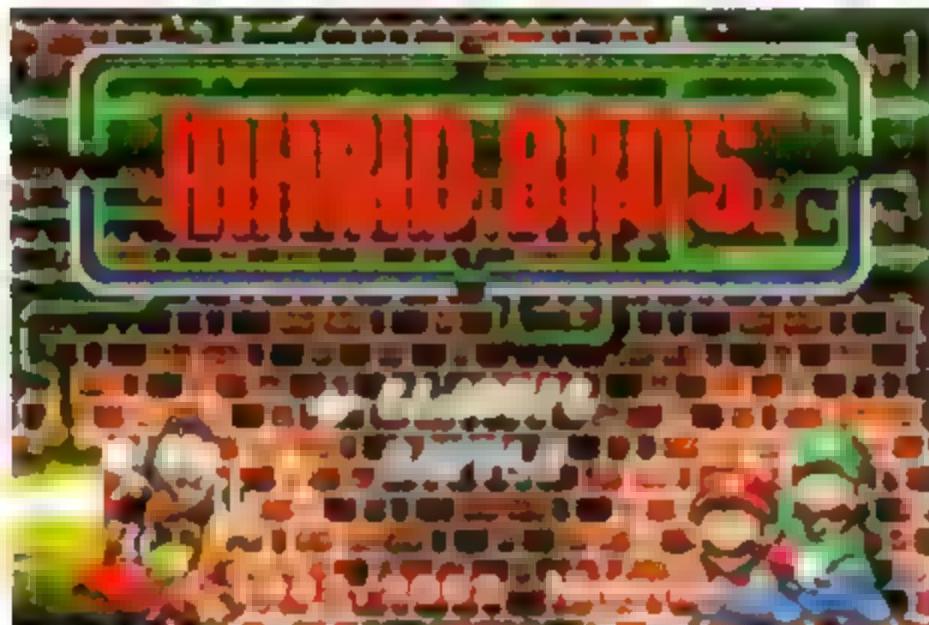
START





© 1983-2002 Nintendo

Player 1/START



2 Playing with Two to Four Players

Player 1

(The player with the small, purple connector inserted into his or her game system)

- Insert the Game Pak into the Game Boy Advance and turn the Power Switch ON.
- Select Multiplayer and press START.
- Press START on the Title screen to move to the Game Select screen. Select Classic, and then press the A Button or START to confirm.
- A different-colored Mario appears for each player on the Title screen. Press START to begin the game.

Other Players

- Turn all Power Switches ON and select Multiplayer.
- Once player one presses START, each player's Mario appears on his or her game screen. The Mario you see is the color of the Mario you will control in-game.

When playing with two or more players, cooperation is important in clearing stages.

- This game requires multiple Game Paks. When playing with two or more players, you will need one Game Pak per player. You can also use Super Mario Advance Game Paks.



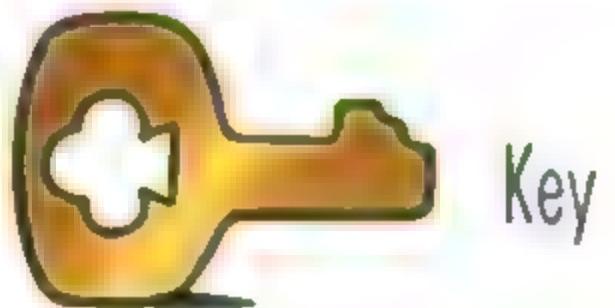
Tips and Tricks

1

Super Mario World

Search Out Secret Keyholes!

Red course points indicate levels that have additional goals or hidden keyholes. Keys are generally near the hidden keyholes, so grab the key and unlock the secret door. If you're riding Yoshi, he'll carry the key in his mouth.

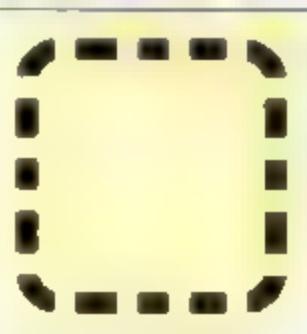


Key



Star Road

Good things await if you can find the Star Road and solve its mystery!



Dotted-Line Block



Exclamation-Point Block

A Switch Palace is located on the summit of a mountain near Yoshi's house. Jump on the big switch here, and all Dotted-Line Blocks will change into Exclamation-Point Blocks, making it much easier to clear levels. There are other Switch Palaces elsewhere in Dinosaur Land. Do your best to find them all.

2 Mario Bros.

Defeating Enemies

Enemies bounce in different directions depending on where you hit the floor beneath them.



Hit the floor in front of an enemy to make it bounce backward.



Bump an enemy from directly underneath to send it straight up into the air.

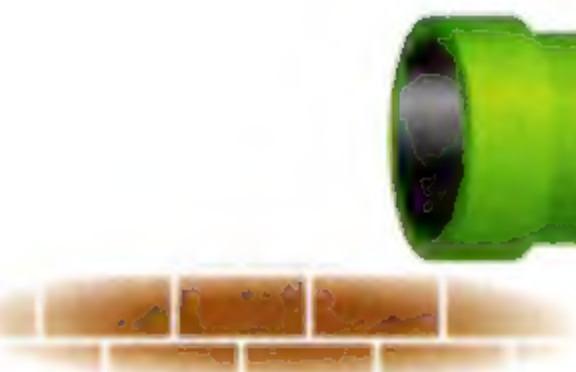
Strike the floor behind an enemy to send it bouncing forward.

*In Classic, you can get a lot of points by hitting multiple opponents with a single blow.



If you don't get to Freezy quickly...

he'll coat the floor in ice and make things super slippery.



Important:

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo Licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline

1-800-255-3700 (U.S. and Canada)

Or your local authorized Nintendo retailer.

Warranty and Service information

REV-M

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone or with the troubleshooting information available on-line, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

**NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?**



Nintendo®

**CUSTOMER SERVICE
WWW.NINTENDO.COM**

or call 1-800-255-3700

MON. - SAT., 6:00 a.m. to 9:00 p.m.;

SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

(Times subject to change)

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN JAPAN